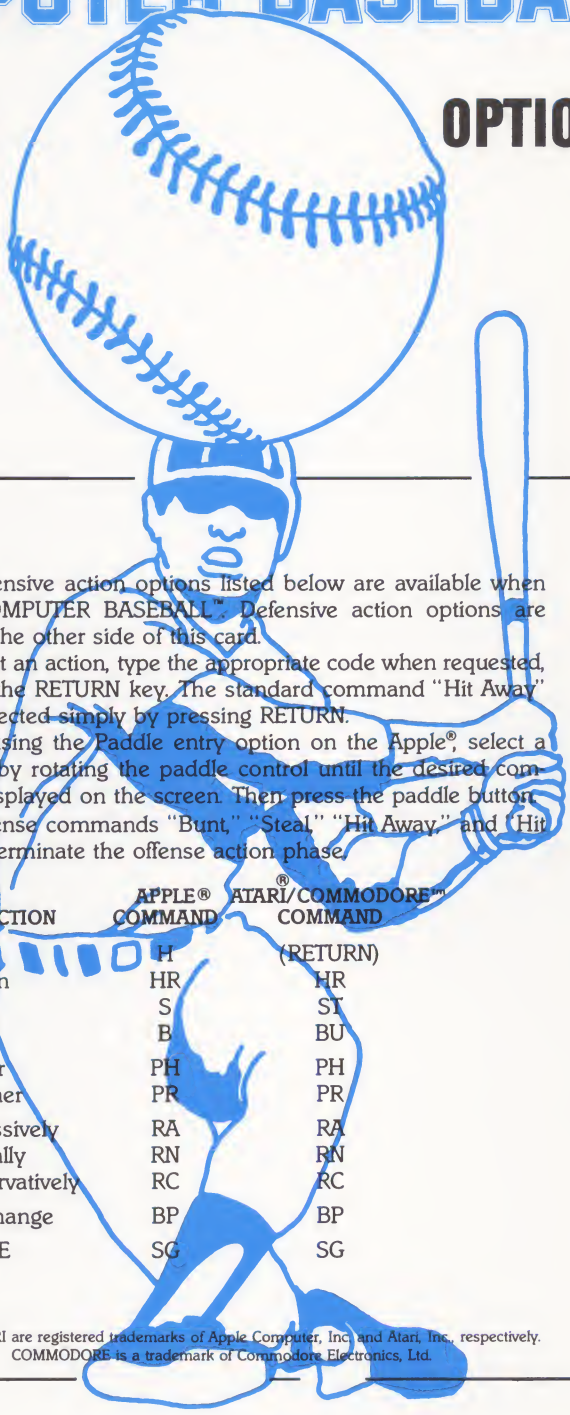
COMPUTER BASEBALL™

OFFENSE OPTIONS



The offensive action options listed below are available when playing COMPUTER BASEBALL™. Defensive action options are shown on the other side of this card.

To select an action, type the appropriate code when requested, and press the RETURN key. The standard command "Hit Away" may be selected simply by pressing RETURN.

When using the Paddle entry option on the Apple®, select a command by rotating the paddle control until the desired command is displayed on the screen. Then press the paddle button.

The offense commands "Bunt," "Steal," "Hit Away," and "Hit and Run" terminate the offense action phase.

OFFENSE ACTION	APPLE® COMMAND	ATARI®/COMMODORE™ COMMAND
Hit Away	H	(RETURN)
Hit and Run	HR	HR
Steal	S	ST
Bunt	B	BU
Pinch Hitter	PH	PH
Pinch Runner	PR	PR
Run Aggressively	RA	RA
Run Normally	RN	RN
Run Conservatively	RC	RC
Bull Pen Change	BP	BP
SAVE GAME	SG	SG

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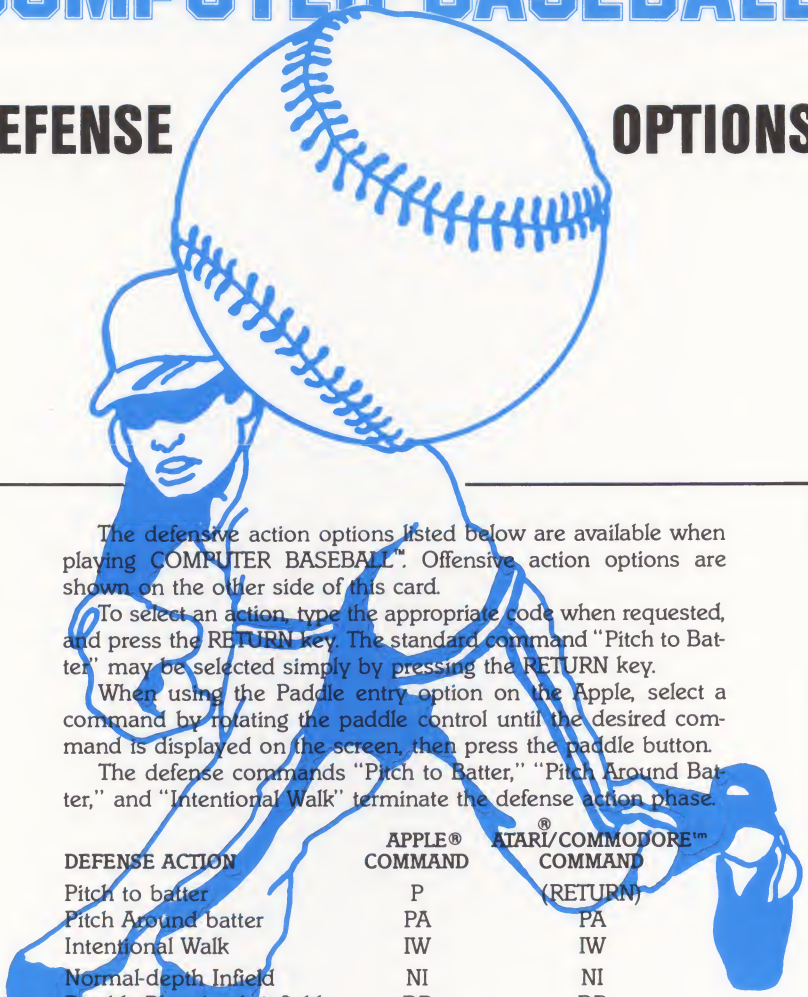
COMPUTER BASEBALL™

DEFENSE OPTIONS



The defensive action options listed below are available when playing COMPUTER BASEBALL™. Offensive action options are shown on the other side of this card.

To select an action, type the appropriate code when requested, and press the RETURN key. The standard command "Pitch to Batter" may be selected simply by pressing the RETURN key.

When using the Paddle entry option on the Apple, select a command by rotating the paddle control until the desired command is displayed on the screen, then press the paddle button.

The defense commands "Pitch to Batter," "Pitch Around Batter," and "Intentional Walk" terminate the defense action phase.

DEFENSE ACTION	APPLE® COMMAND	ATARI®/COMMODORE™ COMMAND
Pitch to batter	P	(RETURN)
Pitch Around batter	PA	PA
Intentional Walk	IW	IW
Normal-depth Infield	NI	NI
Double Play-depth infield	DP	DP
Guard Lines at first & third	GL	GL
Infield in at the Corners	IC	IC
Infield In all around	IN	IN
Normal Outfield positions	NO	NO
Shallow Outfield positions	SO	SO
Change Players	CP	CP
Bull Pen change	BP	BP
Visit Mound	VM	VM
Hold runners Normally	HN	HN
Hold runners Loose	HL	HL
Hold runners Tight	HT	HT
Save Game	SG	SG

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